

Moon Patrol

An Action Packed Lunar Adventure





Let's Be Careful Out There!

When you signed up with the Lucas City Police Department, who would have thought that you'll be assigned to Sector Nine—home of the toughest thugs in the galaxy? There, you've got the finest patrol car on the force—complete with auto driving, jump buttons and laser bullets—but in the tough terrain of Sector Nine you need more than fancy equipment to survive. Just avoiding a big crater and shootin' webs is hard enough, without havin' to deal with belligerent TIEs and snappy landladies and tanks chuggin' through your patrol! In the plane is almost impossible. *

Starting the Patrol

Insert your MEGATECH PATROL cartridge in your ADAM 5000. Superdystopia is explained in your owners guide, and turn on your system.

Plug one 5000 controller into jack 1 for one-player games; plug a second controller into jack 2 for two-player games. In two-player games, the player using jack 1 will start, pause, and reset the game.

Press **A** to choose the SECTOR NINE OR CHAOTICWORLD course and **B** to choose a one- or two-player game.

Press **START** to begin your patrol.

Press **PAUSE** once to pause during a game. Press it again to resume play.

Press **SUBT** to return to the game option screen.

Once a game is over, or when you press **ENDT**, you have the option to continue playing on the same section of your base. When the word **CONTINUE** appears on the screen, press number **F2** to begin the game at the section where you last appeared. Otherwise, you'll appear at the

beginning of the course when you press START.

Patrol Car Controls

Use the top fire buttons on your control stick to make your patrol car jump, use the bottom fire buttons to shoot at enemies or obstacles. Push your joystick right to increase the speed of your patrol car and left to slow it down.

Patrol Details

Your boat is divided into two courses: EASY DRIVING (for novices) and CHAMPIONSHIP (for experienced users). Each course is divided into 20 and more sections marked by poles A-E. A group at the top of the screen indicates your location. The map is divided into five sections A-E, F-J, K-O, P-S and U-Z. At the end of each section, you're awarded bonus points based on your travel time. The faster you complete a section, the more points you'll score.

As you travel your boat, the number of obstacles you

encounter increases, and it becomes harder to avoid them. You start the game with four patrol cars, and earn a bonus patrol car at 10,000, 50,000, and 100,000 points.

Hints For Rookie Drivers

- Play the EASY DRIVING game several times, to learn how to control your patrol car.
- To jump further when your patrol car is moving fast, be sure you're driving fast enough to jump over an obstacle.
- Try taking one long jump over two closely positioned obstacles.
- Your laser bullets are only effective a short distance in front of you. Don't fire too early, or you might miss your target.
- Some TPDs drop obstacles that form new courses. Learn to recognize them in time and eliminate them quickly.
- When an enemy comes up from the behind, jump over him before he's in front of you.



SCORING

OBJECTIVE	STRENGTH	IMPROVEMENT	PERCENTAGE
Crosscut	80		—
Land Level	80		—
Bevel	100		80
Rolling Saw	80		80
Truck	100		100
GWO	—		100
Power Welder	—		100

BONUS POINTS

Completing a section under the average travel time:

travel time:

Completing a section:

Completing the course:

Points

100 per second

1000

5000

Note: Bonus points are awarded only if your travel time is less than the average time. Travel time and average time are displayed on the screen after finishing each section.



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